SNS-UD-USA

Spectrum HoloByte

SOLDIERS OF FORTUNE™

INSTRUCTION BOOKLET

SUPER NINTENDO® ENTERTAINMENT SYSTEM

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Table of Contents

I. Getting Started 1
II. The Basics 2
III. The Background 4
IV. The Setup 6
- Select Players screen 6
- Select Game screen 6
- Hire Character screen 7
  - Attributes 7
    - Reading the Attribute Bars 8
    - Skill 9
    - Health 9
    - Speed 9
    - Wisdom 9

V. The Quest 10
- Controlling your Soldier 11
  - Shooting weapons 11
    - Power-Ups 12
  - Using Special Abilities 12
    - Special Powers 12
    - Special Abilities 12
  - Changing Special Abilities 15
    - Using the CPU's Special Abilities 15
- Activating Nodes 15
- Pick up items 16
- Level Bonus screen 18
- Equip Character screen 19

VI. The Soldiers 21
VII. The Worlds 26
VIII. The Nasties 28
IX. The Tips 30

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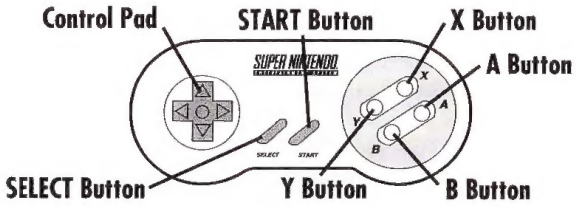
I. Getting Started

Before playing *Soldiers of Fortune*, there are a few things you'll need to do:



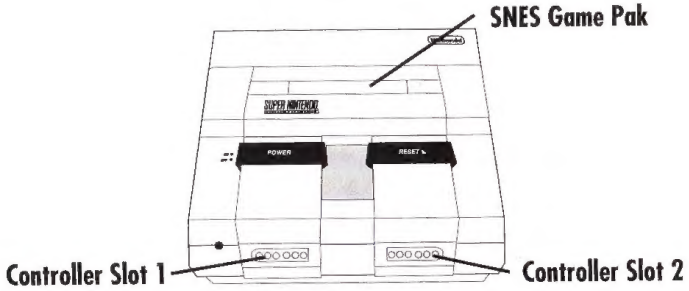
1. Set up your Super Nintendo Entertainment System according to the instructions given in your Super Nintendo system manual.
2. Plug a Controller into Controller Slot 1 on your SNES. If you have a second Controller and want a two-player game, plug the other Controller into Controller Slot 2.
3. Make sure the Power Switch is OFF.
4. Plug the *Soldiers of Fortune* Game Pak into the console and press it down firmly, then turn the Power Switch ON.
5. After the title sequence, press any button to go to the first Setup screen.

Important Note: If you don't see the introduction screens when you turn your SNES on, turn the Power Switch to OFF again. Check all connections and make sure you set up your SNES properly. Next, remove the *Soldiers of Fortune* Game Pak and re-insert it, label facing the front. Finally, turn the power back ON again. Always turn the power OFF before removing or inserting a SNES Game Pak.

II. The Basics

Getting started in *Soldiers of Fortune*:

Controls



Control Pad

- Moves your Soldier around the screen
- Run over stuff to pick it up

A Button

- Changes your current Special Ability if you have more than one in your inventory

B Button

- Shoots your normal weapon
- You have an unlimited number of shots
- Power-Ups make your weapon more deadly

X Button

- In a one-player game, it changes Player 2's Special Ability (if he has more than one)

Y Button

- Activates the current Special Ability
- Each use of a Special Ability requires one Special Power

L Button

- Rotates your Soldier 12.5° counter-clockwise

R Button

- Rotates your Soldier 12.5° clockwise

START Button

- Pauses the game

SELECT Button

- In a one-player game, it allows you to switch to Player 2's Special Ability

Notes

- Blast the silver towers (Nodes) to open exits
- There's tons of things to pick up, so grab everything you can
- Shoot anything that moves, you can't destroy anything of value
- Shoot things that don't move, some things must be shot to be activated
- Gather as much money as possible, you'll need it later on
- Since there's no time limit, be cautious so monsters can't surprise you

III. The Background

To fully understand your mission, a little background might be of assistance...

History of the World

England, 1887. Just south of Berkshire, a prehistoric dinosaur is found trapped in a rock quarry. Scholars from around the globe were sent out to research the beast, only to determine that it is not a life form known to man. The mystery had begun.

At the same time, strange events began to ripple across the globe. In Paris, a theater was suddenly swallowed by the earth. Half the residents of Bavaria were turned into ravenous wolves, roaming the countryside in packs, stalking their next innocent prey. Across the Atlantic, the newly assembled Statue of Liberty rose from its granite moorings and waded its way into the heart of New York, crushing buildings and anything else in its path.

Great Britain, the source of the disturbances, is plunged into anarchy. Landscapes began to change violently, and mutated beasts wandered everywhere. City folk moved to the country to escape the devastation, while the army turned into roaming bandits, preying on helpless citizens. Things looked bleak.

Baron Fortesque and the Chaos Engine

Unbeknownst to the world, the source of these chaotic emanations was a remote area of moors just south of Cornwall—the home of Baron Fortesque. The Baron's lust for knowledge and power drove him to hire the finest scientists and architects money could buy. When one of his

SOLDIERS OF FORTUNE™

researchers came up with plans for a massive steam-driven engine that would achieve the alchemists' dream of transmuting matter, the Baron imprisoned the researcher. Fortesque then began building the engine himself for his own nefarious schemes.

The Baron was able to transform the engine into a breeder of chaos, radically altering time and space. Without warning, Fortesque was imprisoned by the machine, transforming him into a hideous beast in the process. Fueling itself, the Chaos Engine continued to wreak devastating effects on the world.

Enter the Soldiers

The creator of the engine escaped from the Baron's dank cellars and revealed to the world the location of the Chaos Engine. With the world's arsenal in disarray, an elite strike force was necessary to infiltrate the area and destroy the foul machine.

A group of mercenaries was called forth, each with special abilities and extraordinary qualities. These Soldiers all swore to put a stop to the menace of the Engine and free the world from its chaotic turmoil. Two Soldiers could penetrate the estate grounds undetected and, with skill and a little luck, get to the cellars and obliterate the machine.

On their last night together, each Soldier prepared his weapon and readied himself for the battle that could be his last. Two of them were going to enter the mad Baron's estate with the fate of the world in their hands. They would either destroy the Chaos Engine or it would destroy them.

You are that last hope. Good luck, Soldier.

IV. The Setup

Before you begin playing *Soldiers of Fortune*, there are a few screens you'll need to travel through. On all these screens, the **Control Pad** moves between options, the **B Button** selects an option, while the **A Button** returns you to the first screen of the game, the Select Players screen.

Intro screens

The first things you'll see are the title and history screens. Press any button to go to the Select Players screen.

Select Players screen

Choose "One Player & CPU" if you are playing a single-player game or "Two Players" if you are going to use both Controllers to play a two-player game.

Select Game screen

"Start New Game" will bring you to the Hire Character screen, while "Enter Password" will bring you to the Password screen.

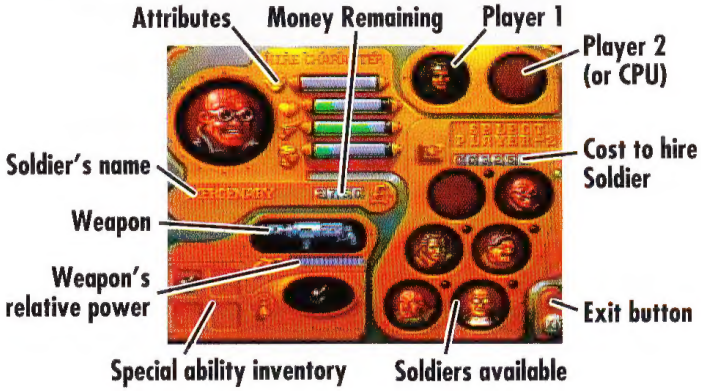
Password screen

If you are continuing a previous game, this is where you can enter a password to begin where you left off. Use the **Control Pad** to move around the screen and the **B Button** to select. Passwords are given at the end of each World. If you lost your last life in a game and had completed at least one World, you can find your most recent password already entered. Select "End" to exit this screen.

Hire Character screen

On this screen, you select the two Soldiers you want to assault the Baron's mansion and eliminate the Chaos Engine. Player 1 selects first, then Player 2. If this is a one-player game, Player 1 can select the character that the computer (CPU) will play.

Use the **Control Pad** to move around this screen and the **B Button** to select a Soldier.

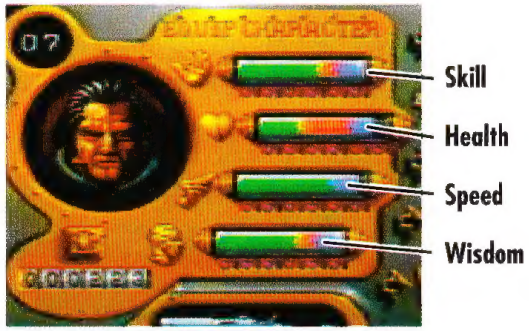


Attributes

Each Soldier has four major attributes that distinguish him from the other Soldiers. These are (from top to bottom): Skill, Health, Speed and Wisdom.

Reading the Attribute Bars

The bars to the right of the attribute icons serve three functions. From left to right they show an attribute's Current Level, Current Potential and Absolute Potential.



Current Level

This green portion of the bar shows the current amount of the particular attribute. When you increase this ability on the Equip Character screen, the length of the green bar will increase as well.

Current Potential

This orange portion of the bar shows the current maximum of the particular attribute. This potential can be increased by purchasing levels of Skill on the Equip Character screen.

Absolute Potential

This blue portion of the bar shows the maximum attainable ability that can be reached with a particular attribute. A character's Current Potential will never exceed his Absolute Potential.

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Skill

Skill is your Soldier's overall character level. It is the most important attribute since it affects all the other attributes. Increasing a character's Skill will increase the Absolute Potential of the other three attributes. The level of Skill also determines when you can purchase Power-Ups and additional Special Abilities.

Health

Health is a reflection of your Soldier's life level. The less Health your Soldier has, the weaker he is and the easier it is for him to lose a life.

Speed

Speed determines how fast your Soldier can move. The higher the Speed, the quicker he can get from place to place.

Wisdom

Wisdom is used only for computer-controlled Soldiers in a single-player game. The higher the Wisdom level, the smarter the CPU character will act and the farther he can see.

Weapon power

This bar represents the current power level of the Soldier's standard weapon. Purchasing or running over Power-Ups will increase this level. The higher the power level, the deadlier the shots are.

Special Ability inventory

These icons represent what Special Abilities a Soldier has to choose from. Initially, there will be only one Special Ability, but more can be purchased from the Equip Character screen after every other Level (if the Soldier's Skill is high enough).

Special Power storage

Each Soldier can carry up to six Special Powers. You need a Special Power to activate your character's Special Ability. Special Powers can be purchased or found in the game.

Soldiers for hire

Use the **Control Pad** to select a Soldier from the small portraits in the lower right corner of the screen. When the light above a portrait is lit, that Soldier's characteristics will be displayed in the rest of the screen. Press the **B Button** to select that Soldier.

Exit button

After you select the Soldier for Player 2, press the **B Button** to exit this screen. Press the **B Button** on the next screen to begin your mission.

V. The Quest

Now that you have your party assembled, it's time to embark on your quest to eliminate the Chaos Engine. During your journey, you will travel through four Worlds, each World containing four Levels.

Each Level has at least one exit. To open the exit, you'll need to shoot the silver towers called Nodes located throughout the Level. Collecting Silver Keys may open pathways to locate these Nodes.

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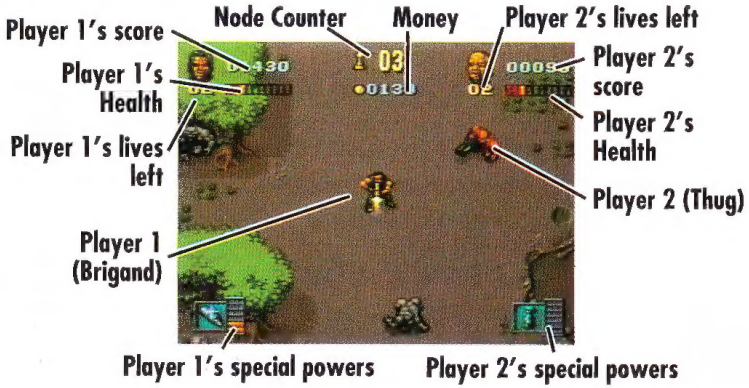
Every two Levels, your party will get to take a break and re-equip. On the Equip Character screen (page 19), you can purchase new equipment and train your Soldier to become more proficient with his weapons and skills.



Controlling your Soldier

Use the **Control Pad** to move your Soldier around the screen. He can both move and shoot in all eight compass directions. Also, in a single-player game, the computer-controlled player (Player 2) will follow you around the screen. If he's injured and there's food nearby, he'll grab some to increase his Health. He'll also pick up coins to add to the party treasure.

Shooting weapons

Use the **B Button** to shoot your weapon. Holding the button down will allow constant fire in the direction you're facing. You've got unlimited ammo, so fire at will.

Power-Ups

To increase the damage of your Soldier's weapon, you need to collect or purchase Power-Ups. If you run over a Power-Up in the game, you'll hear the words "POWER-UP!" and your weapon power will be increased by one.

Using Special Abilities

Use the **Y Button** to activate a Special Ability. When you use a Special Ability, you'll hear "SPECIAL ACTIVATED!" You must have at least one Special Power to activate a Special Ability.

Special Powers

Special Powers are what allow you to activate your Special Abilities. A Soldier can carry up to six at a time. You can either purchase them in the Equip Character screen or you can find them in the game. When you run over a Special Power in the game, you'll hear "SPECIAL POWER!" and it will add one to your total.

Special Abilities

Each Soldier has a pool of Abilities that he can acquire with increased skill. Soldiers have the potential to attain up to four different Special Abilities depending on the character. There are also one-time Special Abilities lying about in the game. See page 21 for complete details on Soldiers and their Abilities.

Air Burst

This Ability launches a 360° aerial attack on all creatures and objects one floor above your Soldier's present floor. The shots are made up from the maximum power and damage of your Soldier's regular weapon.

Bomb

When activating this Ability, a large Bomb flies out from the Soldier's hand in the direction he is pointing. Upon impact, eight pieces of shrapnel fly from it, hitting everything in their path. The Bomb can be thrown up or down floors with equal effectiveness.

Distract Monster

The Distract Monster Special Ability places a blinking object at the Soldier's feet that monsters are attracted to. They'll ignore the Soldiers for a five second countdown, after which they'll chase you around again.

Dynamite

If a Soldier activates this Ability, bundled sticks of Dynamite fly from the Soldier in the direction he is facing. It will destroy any monster it lands on, but is more effective when thrown in an area. When not thrown on a monster, after a short delay, it will wipe out all monsters on the screen.

First Aid

The First Aid Special Ability will restore some of the activating Soldier's lost Health. If the First Aid Ability is found in the game, it will fully heal both Soldiers to their current maximum Health.

Freeze

When the Freeze Ability is activated, all monsters on and off the screen will stop in their tracks. This only lasts for a four second countdown, so shoot 'em while you can!

Map

The Map is a useful Ability if you are lost in a particular Level. When activated, a map of the entire Level will appear. The **B Button** exits the Map.

Ground Mines

This Ability will drop a blinking Mine at the Soldier's feet. It will destroy any monster that runs over it.

Molotov

When the Molotov is activated, a flask of flammable liquid is tossed from the Soldier's hand. On impact, it bursts into a semicircle of fireballs that continue travelling the direction of the impact. The Molotov can be thrown either up or down floors as well.

Party Power

When Party Power is activated, the stars in the Special Ability window will flash. Both Soldiers will be given maximum Speed and maximum weapon Power-Up for a five second countdown.

Repel Monster

The Repel Monster Ability will make all monsters on the screen run in terror from that Soldier. After a three second countdown, the monsters regain their courage.

Shield

When the Shield Ability is activated, the shields in the Special Ability window will flash and both Soldiers will become invulnerable to monsters and their shots. It also enables the Soldiers to run through monsters, destroying them and collecting their money. Monsters dispatched this way aren't worth any points. This Ability lasts for a five second countdown.

Shot Burst

Similar to the Air Burst Ability, the Shot Burst shoots a 360° ring of bullets when activated. These bullets fly out on the floor you are currently on and are made up of the maximum power and damage of your Soldier's regular weapon.

Changing Special Abilities

Use the **A Button** to change your Special Ability (if you have purchased one or more from the Equip Character screen). Each Soldier has a different number of Special Abilities he can purchase. Check each Soldier's description for what he can have.

Using the CPU's Special Abilities

In a single-player game, you can also use any of the computer-controlled player's Special Abilities. Simply press the **SELECT Button** to switch your Special Ability with the one the CPU has.

If you want to change the CPU's Ability before switching (assuming he has more than one), hit the **X Button** until you find the one you want. Then press the **SELECT Button** as usual to switch Abilities.

Activating Nodes

While on your journey, you will run across a number of silver towers called Nodes. These Nodes open the exits to the next Level. Shoot the towers to activate them. When activated, a bolt of lightning will shoot out from the top and the silver shell will disappear. The now gold-colored Node will begin pulsating, and you'll hear "NODE ACTIVATED!"

The Node Counter at the top of the game screen lets you know how many more Nodes you have to activate to open an exit to the next Level. When you have activated the last Node necessary to exit a Level, you'll hear "EXIT OPEN!" The Soldier who exits first gets additional points.

One more thing. After the Node Counter has dropped to zero, there may be more Nodes available to activate. Shooting these additional Nodes may open other exits more advantageous to leave from. These will be labelled with a letter: "B," "C," etc. As a rule of thumb, the higher lettered exits are the best.

Shoot everything

Keep your finger on that trigger! All creatures are out to get you, so you gotta blast them first. You can't harm your fellow Soldier or shoot anything valuable, so don't worry.

Some pillars and walls can be shot to provide access to other parts of the Level. Look for distinctive features as clues. Also, generators can be shot to stop monsters from appearing.

Pick up items

Grab everything you can. Some items may make monsters appear and others may make passages open or close. You may not be able to pick up all the items in a Level, so don't worry if you can't seem to accumulate that perfect score.

Silver Keys

These keys help you find the exit by opening passages and can make crucial items appear.

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Gold Keys

These keys open up secret or bonus areas where you might find Food, Coins, Power-Ups or more! Watch for passages opening up nearby. Be careful: there may be monsters guarding the loot.

Coins

You need money to increase Attributes and purchase Special Abilities, Special Powers, Power-Ups and Extra Lives. Gold Coins are worth £10 while Silver Coins are worth £5.

Food

Food restores your Health. The higher your Health, the more Food it will take to raise your Health. If you haven't taken damage, the Food won't help, so you might want to wait before picking it up. When you're playing a single-player game, the CPU Soldier may go after the food if he's hurt, so don't be surprised.

Extra Life

Running over one of these gives you an Extra Life. There aren't many in the game, so watch carefully for them. You also get a free Extra Life every 7,000 points.

Telephone

When you run over a Telephone, the other player (whether a CPU player or human player) will be immediately teleported to that location. This allows you to avoid being trapped by moving walls.

Death Zone Token

Death Zone Tokens (DZTs) do many things. They save your position in the Level so that if both Soldiers lose a life, they will return to the last hit DZT. If no DZTs have been hit on a Level, the two Soldiers will return to the beginning of the Level or last hit Telephone.

In a two-player game, whenever one of the Soldiers has lost a life, hitting a DZT will return that dead Soldier to play (assuming he has extra lives left).

In a one-player game, hitting a DZT will return the CPU player to play if he has a life left. If the human player loses a life, both Soldiers will return to the last hit DZT.

When a Death Zone Token is hit, you'll hear "PLAYERS SAVED!"

Level Bonus screen

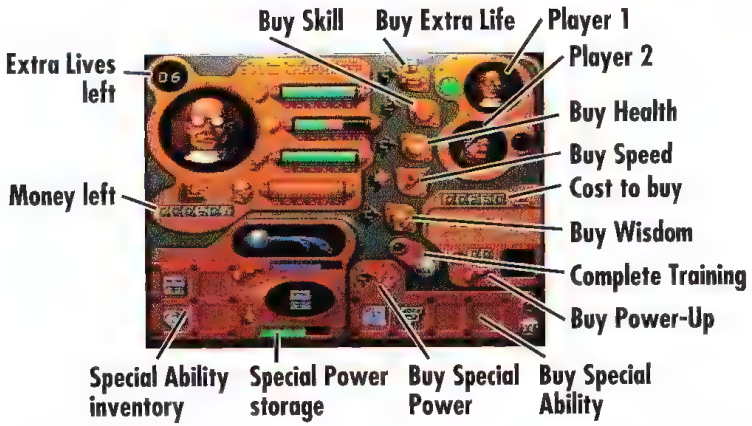
This screen appears upon completion of a Level and shows what was accomplished by the Soldiers during that Level. The bars on the left half of the screen show the total possible monsters/Coins/etc. available on that Level on the left, and the amount eliminated/collected/etc. by the party on the right. The bottom number is a total percentage for all things on that Level.

The right half of the screen shows the breakdown by Soldier for who did what. The total number destroyed/collected/etc. is split between the two Soldiers. At the bottom is the percent of work completed on that Level and the total party treasure split between the two Soldiers.

Equip Character screen

At the end of every other Level, you have the opportunity to resupply and strengthen your Soldiers.

If one of the two Soldiers (or CPU player) lost his last life on the previous Level, the other player will have the option to resurrect him for £500. Generally this is a good idea.



Remember that when you purchase Skill, you need to increase your other Attributes before buying more levels of Skill. Selecting Complete Training will look at your current cash situation and select the best Attributes to increase. It won't buy any Special Abilities, Power-Ups or Special Powers.

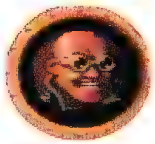
Player 1 gets to equip first. Use the **Control Pad** and the **B Button** to move around and buy things. When you're finished, go to the Exit button and press the **B Button**.

VI. The Soldiers

This hardy group contains some of the fiercest, strongest, smartest and most powerful warriors the land has to offer. The Soldiers take no flak from anyone and are experts at what they do. And what they do could save humanity.

Each Soldier has strengths and weaknesses. You should be able to accomplish your objective with any pair of them. Pay attention. Knowing who you'll work with might make all the difference.

Mercenary



He's the leader of the bunch. From defending political leaders to out-and-out frontal assaults, he's done it all. A veteran of many battles, he picked up his taste for explosives from skirmishes in western Africa. The Mercenary may be strong, but some say he's not in his right mind.

The Mercenary's weapon is the fearsome and mighty Gatling gun. It can pump out tons of rounds in a split second. He's a good all-around Soldier to have—no great strengths, but no major weaknesses, either. The Special Abilities he has include two explosive devices and a medical pack to heal himself. He's no fool.

Characteristics

Health:	Average
Speed:	Average
Wisdom:	Average
Weapon:	Gatling gun
Ammunition:	Multiple small bullets
Weapon Damage:	Average

Maximum Weapon Power:	Wide scatter
Special Abilities (3):	Bomb, Ground Mines, First Aid

Brigand

Never one to take part in "just causes," the loot that the Baron's mansion was reported to hold prompted the Brigand to join the group. Normally, he prefers to make his living fleecing local travellers of their hard-earned wealth. Hey, this guy ain't no Robin Hood.

The Brigand uses a long-distance rifle with average power. The man moves fast when he needs to, because in his business it literally pays to be light on your feet. He's also fairly smart, but don't expect him to cover your back every time. He isn't in this for your health, you know.

Characteristics

Health:	Average
Speed:	Average
Wisdom:	Average
Weapon:	Rifle
Ammunition:	Single bullets
Weapon Damage:	Average
Maximum Weapon Power:	Quadruple
Special Abilities (3):	Shot Burst, Molotov, Distract Monster

Gentleman

The Gentleman makes his living with his brains, not his brawn. He's made an impressive living through the lucrative import trade, but still occasionally hires himself out for a little rough and tumble. The Gentleman is a favorite with the women and fancies himself a crack shot with his flame pistol.

The Gentleman may not have the most robust health or the most powerful weapon, but he was a track star in school and can run with the best of them. The Special Abilities he can have are useful for avoiding sticky situations. Why fight if you don't need to?

Characteristics

Health:	Low
Speed:	High
Wisdom:	High
Weapon:	Flame pistol
Ammunition:	Flame bursts (shots pass through monsters)
Weapon Damage:	Low
Maximum Weapon Power:	Double
Special Abilities (4):	Map, Distract Monster, Repel Monster, Party Power

Navvie

This hard-working, blue-collar man has built up his massive strength building roads and canals for the government. During his stint with the army, the Navvie built his weapon of weapons, the shoulder cannon. He may not be as quick of wit, but he's the strongest of the six Soldiers.

The Navvie's monstrous cannon fires shots strong enough to take out even the mightiest beast. He's also got two of the most destructive Specials available: the ever-potent Dynamite and the lethal Shot Burst. Don't mess with this character!

Characteristics

Health:	High
Speed:	Low
Wisdom:	Low
Weapon:	Cannon
Ammunition:	Large single shells
Weapon Damage:	High
Maximum Weapon Power:	Quadruple
Special Abilities (2):	Dynamite, Shot Burst

Thug

Hideously deformed, the Thug is rarely seen in public. His usual haunts are the nighttime alleys and side streets of London. He's also been known to do some "collecting" for the neighborhood gangs. Intelligence has never been the Thug's strong point, but his shotgun is more than a match for almost any monster.

Though he doesn't possess great speed, the Thug can withstand a tremendous number of attacks before going down. The only Specials he can carry are ones that inflict massive damage. Careful with that lit Molotov!

Characteristics

Health:	High
Speed:	Low

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Wisdom:	Low
Weapon:	Shotgun
Ammunition:	Multiple small shells
Weapon Damage:	High
Maximum Weapon Power:	Wide scatter
Special Abilities (2):	Molotov, Air Burst

Scientist

Without a doubt, the Scientist is the smartest of all the Soldiers. For years, he's been secreted away in a remote area of northern England, preferring to tinker away with his experiments. He's also dabbled in the art of weapon creation, producing the curious but powerful Lightning gun.

The Scientist's greatest assets are his quickness and intelligence. What he lacks in sheer power, he definitely makes up for with his speed and defensive Special Abilities. The First Aid kit he carries makes him a most valuable addition to the team. Just watch where you stick that needle, bub.

Characteristics

Health:	Low
Speed:	High
Wisdom:	High
Weapon:	Lightning gun
Ammunition:	Energy bolts (shots pass through monsters)
Weapon Damage:	Low
Maximum Weapon Power:	Single
Special Abilities (4):	First Aid, Map, Shield, Freeze

VII. The Worlds

Each World consists of four distinct Levels. At the end of every other Level, you will have the chance to re-equip your Soldiers as discussed previously. At the end of each World, you will receive a password that you can write down for later play. With a password, you can pick up at the beginning of the last World finished without having to revisit previously completed Worlds.

The Forest

Strange mutations of both flora and fauna abound in this world. Molten pits of liquid earth permeate the land, and the stench of rotting decay is overwhelming. The monsters have not become as mutated this far from the Engine, mainly consisting of elephantine varieties of ordinary creatures.

The landscape is dotted with dense forests, islands and rock fortresses. Once meticulously tended, these magnificent grounds have seen better days. Be especially wary of the swamp plants; they can be deadly if approached.

The Workshops

Rusting metal gantries connect the outer buildings and workshops of the Fortesque mansion. This is where the mad Baron worked and devised his twisted plans and kept his researchers in shabby hovels fit only for rats and other vermin.

Buildings made of igneous rock spanned by iron bridges cover this World. Beneath can be seen the massive pipes carrying steam power to the infernal Engine and transporting foul, brackish waste to the surrounding countryside.

SOLDIERS OF FORTUNE

Fortesque Mansion

Ornate sculptures and intricate stonework punctuate the grandeur that in another era was the land's finest mansion. Once upon a time, the Baron, and his ancestors before him, held many a decadent party in these lofty halls.

The Chaos Engine has been hard at work here, as evidenced by the animated decor and general disrepair of the building. Savage beasts spring up from every conceivable nook, while the bottomless pits seemingly entice unwanted visitors to their doom.

The Cellars

Dark and foreboding, the cellars house the immense machinery of the Chaos Engine. Akin to a sewer, this dark and gloomy place harbors pools of stagnant liquid in and amongst its dimly lit interior. The weighty valves and pipes keep water and unwanted visitors from areas of the cellar.

Huge cables attach to the walls, fueling the Engine's self-made security system. The incessant throbbing and pounding of the generators grows ominously stronger the closer one gets to the Hall of Machines. Within the Hall lies the Chaos Engine and the completion of the quest.

VIII. The Nasties

Fearsome and half-crazed monsters populate the estate and its grounds. Once normal inhabitants of the neighboring moors and citizens of neighborhood villages were transformed into abominations. They now roam the countryside, possessed by a mind not fully their own, searching for escape...and food.

Some of the more nightmarish creatures are spawned from the earth itself, emerging from craters or trapdoors in the floors. These generators can be destroyed by a concentration of fire.

Since none have ever returned from the Baron's Workshops on World 2, the following lexicon of monster information may be a bit sketchy. You'll find these beasts throughout World 1. It never hurts to be informed.

Lumbering Stone Golems

These ponderous, rock-like creatures lumber about slowly and are fairly easy to avoid. Each of them carries a seemingly endless supply of huge boulders to throw at enemies. The Stone Golems live both in the forest and in the rocky crags of the moors.

Dreaded Chaos Beetles

The Beetles are pesky little bugs that scuttle around erratically, scarfing anything in their path. Although they can't shoot anything, their quick movements and group attacks make them a deadly annoyance.

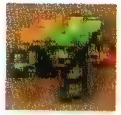
Giant Marsh Frogs

Giant Marsh Frogs are always extremely ravenous and can be found lurking about throughout this World. Like the Beetles, they can't shoot anything, but they can jump incredible distances and almost always attack in packs.

Spitting Swamp Plants

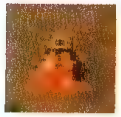
These deformed floral nightmares don't move around, and it's a good thing! These plants sense the motion of living things and belch forth four diagonal shots when approached. Shoot these things early and often.

Hulking Lizardmen



The Lizardmen stomp about in both the moors and in its stone structures. They fire medium speed rocks, but can be quite stupid at times. Still, they pose a formidable threat when encountered in numbers.

Lobbing Mini-Volcanoes



Volcanoes lob single green blobs of some indistinguishable, yet deadly, mass high into the air. Don't be underneath when they land! Fortunately, the Volcanoes don't move and can be easily destroyed.

IX. The Tips

Following is a list of hints and tips you can use while playing *Soldiers of Fortune*. Some of them are fairly specific, so you might not want to read this section as it might decrease the enjoyment of figuring out everything for yourself.

- Grab as much money as you can early on. You'll need it to equip yourself and your partner.
- The order in which you pick things up may make a difference in what rooms you can access and what other items you can collect. It'll also affect which exits open and when they open.
- Don't shoot the monster generators. Wait until a monster appears, shoot it, grab the loot and repeat until the generator disappears.
- Revisit areas you've already cleared out. There may be something there for you to grab...or shoot.
- In two-player games, it's beneficial to share Extra Lives, Power-Ups and Special Powers.
- Shoot monsters diagonally and ambush them. They don't shoot as well when they're rounding corners.
- Try to find additional exits. Taking the first exit you find may not lead to the location with the greatest rewards.
- Keep your eye out for clues to help you through a Level. There are quite a few of these hints.
- Always write down your passwords (at the end of each World). This will save you lots of time in completing the game.

SOLDIERS OF FORTUNE

- Try to build up your Skill Attribute quickly. It will let you buy cool Specials and more weapon Power-Ups.
- Keep your CPU partner alive in a one-player game. He can cover your back, and you can use his Special Abilities and Special Powers.
- Always look for secret rooms. Sometimes taking an item may open a passage, other times simply walking in a certain area may provide another route and could also seal off a previously accessible area.
- Try to maintain full Health before entering the Equip Character screen (at the end of every two Levels). Otherwise, you'll have to purchase your lost Health before increasing your other Attributes.
- For an alternative to the basic one-player game, try a two-player game and let Player 2 die off. When the game asks you to resurrect your partner, just say no. You'll be able to increase your Attributes and Abilities more quickly, but you'll have to do all the work in the Level.
- If you solve the game with one set of Soldiers, try a different pair. The Thug and Mercenary is the hardest combination to win with.

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Spectrum HoloByte
Customer Support Department
Attn: Soldiers of Fortune SNES
2490 Mariner Square Loop
Alameda, CA 94501

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Notes

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